



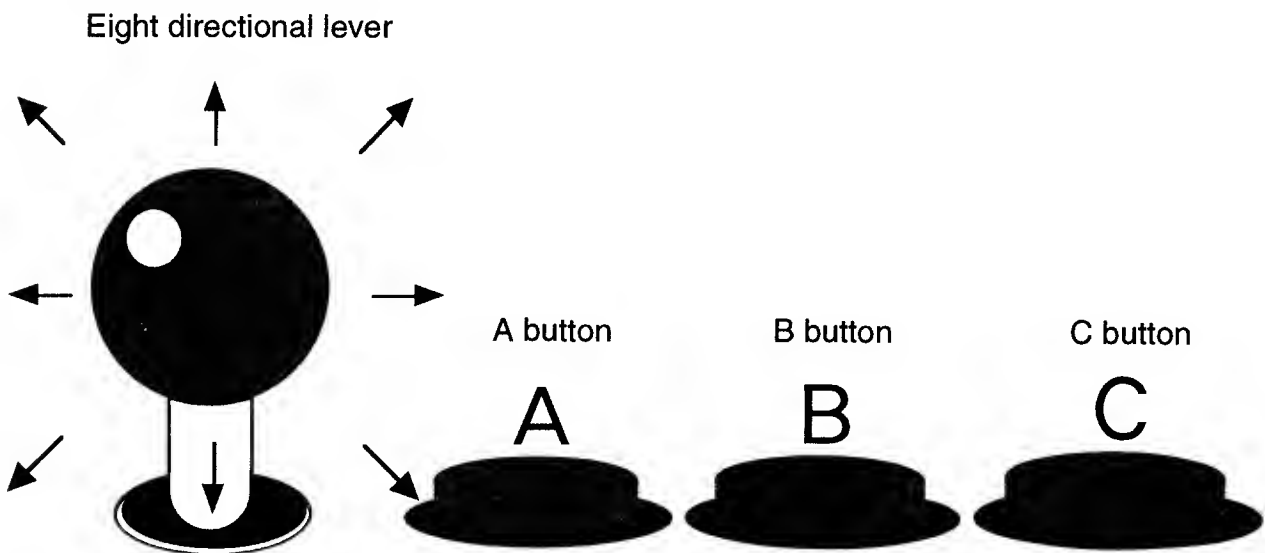
INSTRUCTION MANUAL

[Precautions]

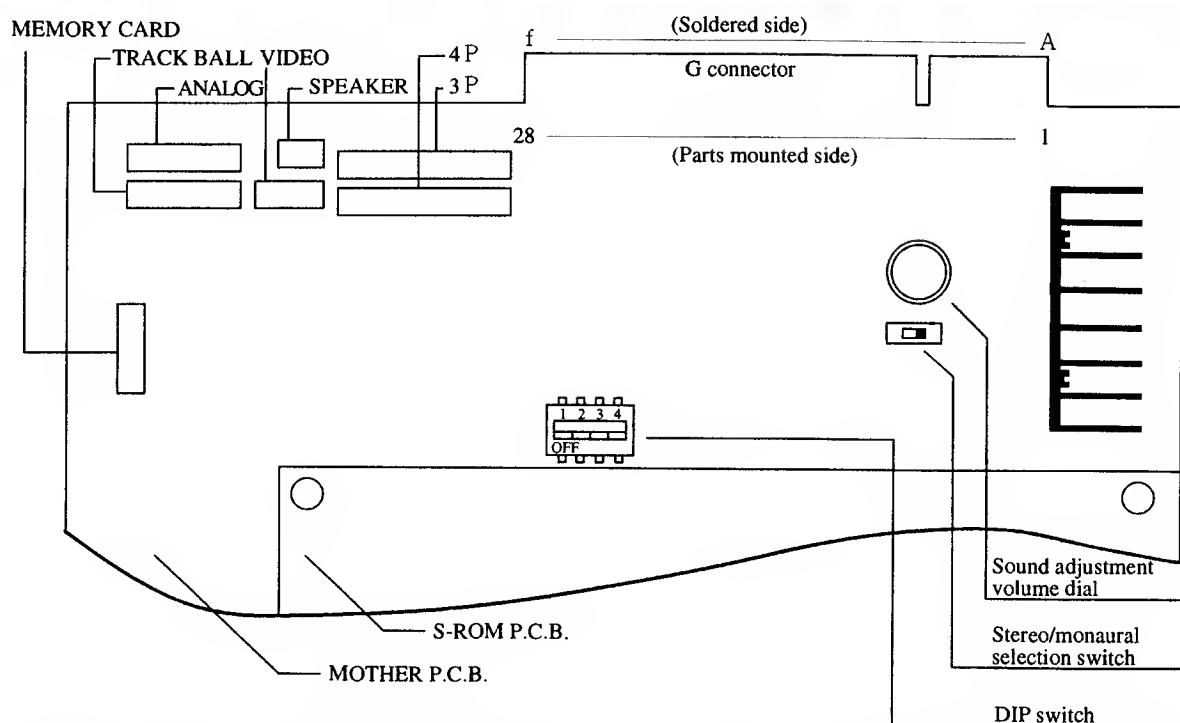
- Make sure to turn OFF the power prior to starting modification work.
- For edge connectors on the PC board, use JAMMA standard connectors (56 pin-edge connector with 3.96 mm pitch).
- After turning ON the power, adjust power source supplied to the PC board to the rated voltage at the connector position on the PC board.
- Do not handle the PC board where it may receive strong shock or moisture.
Take utmost care not to damage the PC board with metal plate corners or edges inside the cabinet.
- Make sure to turn OFF the power before changing DIP switch settings.

[Specifications of the control panel]

- 1 x 2 eight directional lever
- 3 x 2 button switch



[Description of the PC board]

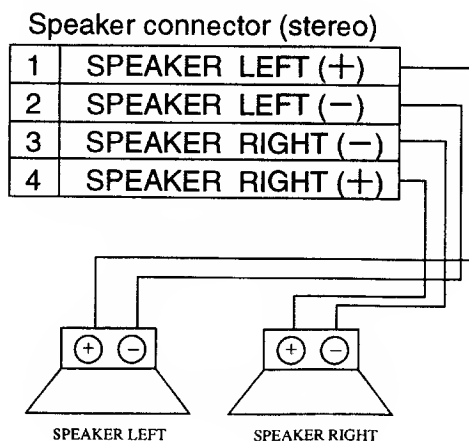


- Make sure to turn OFF the power before switching between STEREO and MONO. Switching while power is still turned ON may charge overload to the speakers.
- Only No. 4 DIP switch is used. Normally, set DIP switches 1 to 4 to OFF position. (If the DIP switch 4 is shifted to ON position and the power is turned ON, the machine enters test mode.)

[Table of connector terminals]

G connector (JAMMA)			
Parts mounted side		Soldered side	
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
POST	7	H	POST
METER1	8	J	METER2
LOCKOUT1	9	K	LOCKOUT2
SPEAKER(+)	10	L	SPEAKER(-)
	11	M	
VIDEO R	12	N	VIDEO G
VIDEO B	13	P	SYNC
VIDEO GND	14	R	SERVICE
TEST	15	S	TILT
COIN1	16	T	COIN2
SELECT1	17	U	SELECT2
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P A BUTTON	22	Z	2P A BUTTON
1P B BUTTON	23	a	2P B BUTTON
1P C BUTTON	24	b	2P C BUTTON
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

- By connecting two speakers with the speaker connectors as shown below, you can enjoy dynamic stereo sound.



[Description of test mode]

[Test mode]

- To enter into TEST MODE, input the power while pressing the test switch at the side of the body or after turning ON the DIP switch 4 on the PC board.

[Note] If the machine enters test mode when credits remain, these credits will be cleared.

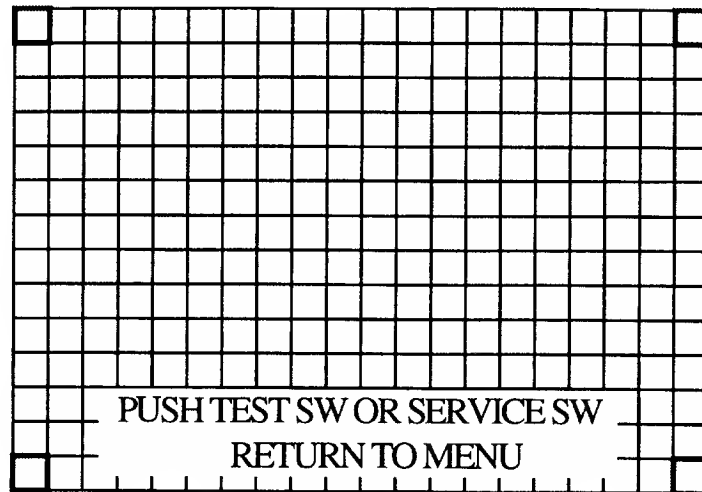
```
TEST MODE MENU  
  
>MONITOR TEST  
SWITCH TEST  
CONFIGURATION  
FACTORY SETTING  
SOUND TEST  
EXIT(RESET)  
  
SUPER FOOT BALL CHAMP *.* *  
1996 / * * / * * * * : * * : * *
```

Test mode main menu

- To select items, move the joystick up and down and press the 1P select button.

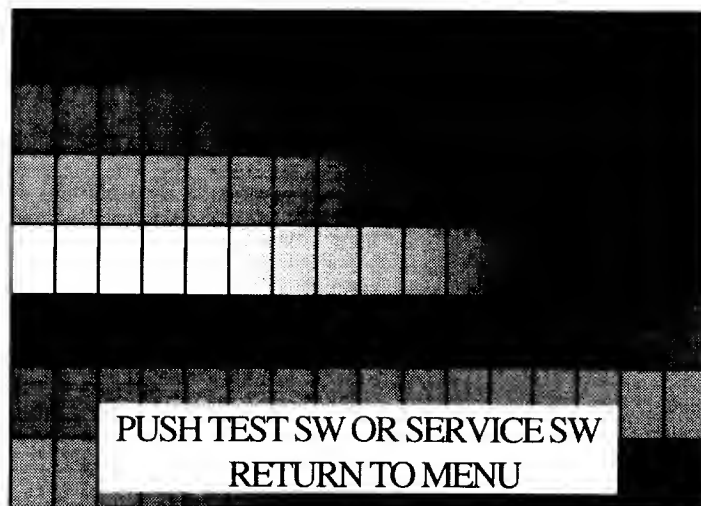
[Monitor test]

- Select MONITOR TEST and press the 1P select button, a cross-hatch screen appears on the monitor.
- Check distortion of the screen image with the cross-hatch display.



Cross-hatch

- Each press of the 1P side select button, the screen alternately changes between cross-hatch and color bar.
- Check color display with color bar display.



Color bar

- Press the test switch or service switch to return to the main menu.

[SWITCH TEST]

- This item checks input function of each switch.
- If an indication on the screen changes from OFF to ON by pressing the corresponding switch, the switch is normal.
- Press the test switch or service switch to return to the main menu.

SWITCH TEST

COIN A:OFF

COIN B:OFF

TILT:OFF

1P-START:OFF

2P-START:OFF

1P-UP :OFF

2P-UP :OFF

1P-DOWN :OFF

2P-DOWN :OFF

1P-RIGHT:OFF

2P-RIGHT:OFF

1P-LEFT :OFF

2P-LEFT :OFF

1P-BUTTON1:OFF

2P-BUTTON1:OFF

1P-BUTTON2:OFF

2P-BUTTON2:OFF

1P-BUTTON3:OFF

2P-BUTTON3:OFF

PUSH TEST SW OR SERVICE SW
RETURN TO MENU

[CONFIGURATION]

- This item sets play fee and game contents.
- Select required item moving the 1P side lever and change setting contents by shifting the lever to left and right.

CONF I G U R A T I O N

GAME STYLE:D(2P)

ATTRACT SOUND:WITH

AUDIENCE SOUND:WITH

CONTINUE PLAY:WITH

DIFFICULTY:NORMAL

1P PLAY TIMER :090SEC

2P PLAY TIMER :120SEC

COIN A:1COIN

/:1CREDIT

COIN B:1COIN

/:2CREDITS

PK BATTLE:WITH

EXIT

[Configuration list]

[COMMON SETTING]

GAME STYLE	* D(2P)
	E(1P)
ATTRACT SOUND	* WITH
	WITH OUT
AUDIENCE SOUND	* WITH
	WITH OUT
CONTINUE PLAY	* WITH
	WITH OUT
DIFFICULTY	SUPER EASY VERY EASY EASY * NORMAL HARD VERY HARD SUPER HARD MANIA
1P TIMER	* 90SEC } 120SEC
2P TIMER	90SEC } * 120SEC
PK BATTLE	* WITH
	WITH OUT

[FOR NORTH AMERICA]

COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS
BUY-IN PRICE	* SAME AS PLAY	
	1COIN	
	2COINS	
	3COINS	

[EXCEPT NORTH AMERICA]

COIN A	* 1COIN	* 1CREDIT
	2COINS	2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS
COIN B	* 1COIN	1CREDIT
	2COINS	* 2CREDITS
	3COINS	3CREDITS
	4COINS	4CREDITS
		5CREDITS
		6CREDITS

* Factory setting

- Select EXIT, the message below appears on the monitor. Select whether or not to write the changed data. Shift the 1P side lever left and right to change between YES and NO. If you want to store the changed contents, select YES. If you do not, select NO. Then press the 1P side select button.

CONFIGURATION

SAVE MODIFIED DATA

ARE YOU SURE?

YES NO

[FACTORY SETTING]

- This item resets all the set data to the factory setting conditions.
- Select YES or NO shifting the lever left and right, and press the 1P select button to determine selection.

FACTORY SETTING

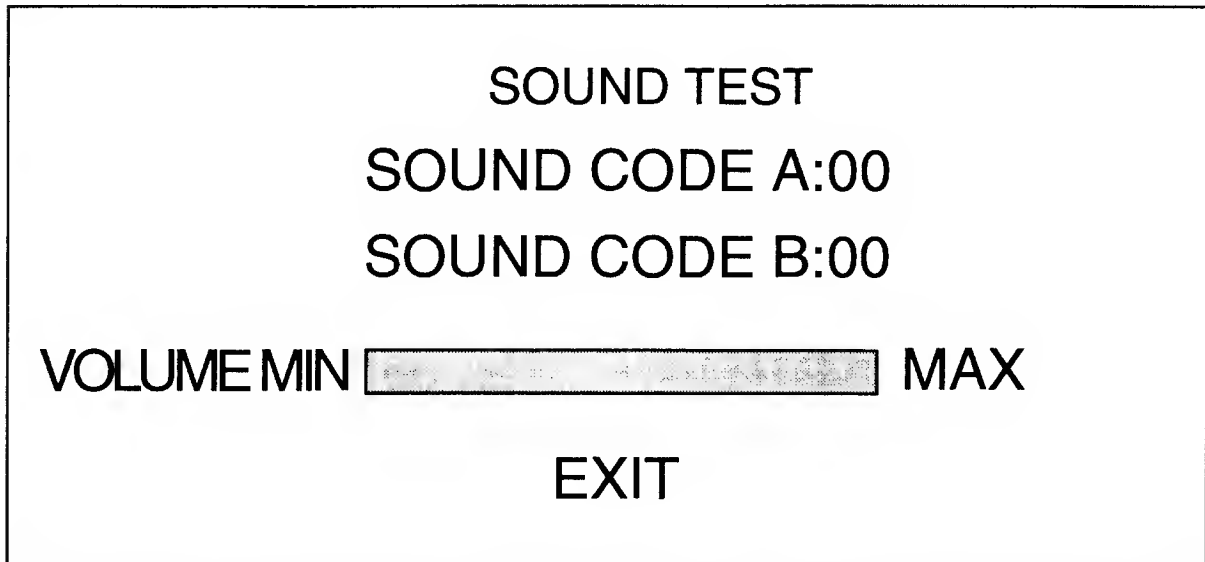
SAVE MODIFIED DATA

ARE YOU SURE?

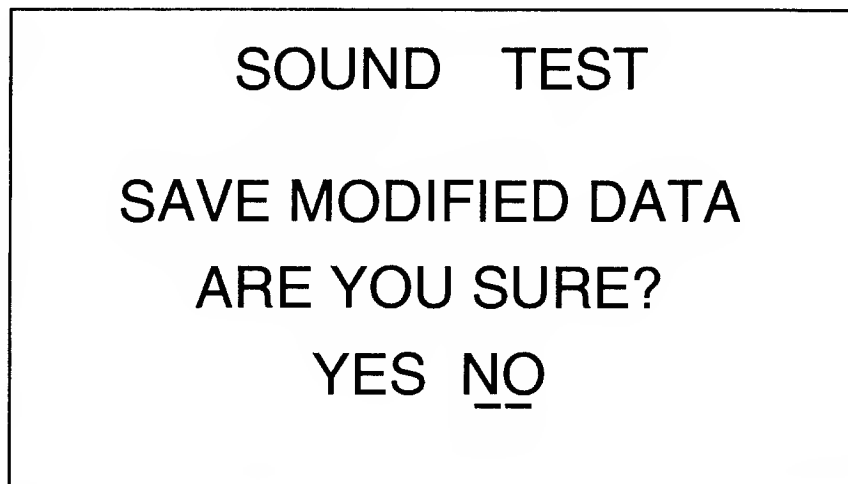
YES NO

[SOUND TEST]

- This item adjusts loudness level of the sound and effect noise during the game.
- Select required item shifting the 1P side lever up and down, and change sound code and volume loudness value by shifting it left and right.
- Effect noise and BGM can be tested by selecting [SOUND CODE A] and [SOUND CODE B].
- Change sound code shifting 1P side lever left and right, and emit its sound by pressing the 1P side select button.
- Adjust loudness level by [VOLUME] bar. Change loudness level by shifting the 1P side lever left and right.



- Select EXIT and press the 1P side select button, the message below appears on the monitor. Select whether or not to store the changed data. Shift the 1P side lever left and right to change between YES and NO.
If you want to store the changed contents, select YES. If you do not, select NO. Then press the 1P side select button.



[EXIT (RESET)]

- Select EXIT shifting the 1P side lever up and down, and press the 1P side select button, the machine quits test mode. Now the machine can return to the game mode after reset.
- * If the DIP switch is used to enter the test mode, the above procedure may again enter test mode after reset. Therefore, make sure to turn OFF the power and slide DIP switch 4 to OFF before selecting EXIT so that the machine will restore game mode.

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SUPERFOOTBALL CHAMP

TAITO FOOTBALL GAME

BASIC OPERATIONS



PUSH THE JOYSTICK TWICE IN THE DIRECTION OF THE PLAYER MOVEMENT TO SELECT DIRECTION FOR PASS, RUN, OR SHOOT



KICK THE BALL AS IT COMES TOWARDS YOU



KICK THE BALL WHILE IN THE AIR



COMBINATION PLAY

THE DISTANCE OF THE BALL IS LONGER IN PROPORTION TO THE AMOUNT OF TIME YOU HOLD THE BUTTON DOWN

↓
PRESS THE BUTTON FOR SHORT
SLIDING TACKLE
SHOULDER TACKLE

↓
PRESS THE BUTTON FOR LONG
ROUGH PLAY

SHOOT

A B

POWER SHOOT

A B

PRESS 'A' AND 'B' BUTTONS AT THE SAME TIME

POINT YOUR PLAYER IN LINE WITH THE BALL AS IT FLIES THROUGH THE AIR IN FRONT OF THE GOAL AND ENTER COMMAND

FIND THE COMMAND!

DISCOVER HOW TO COMBINE 'A' AND 'B' BUTTONS WITH THE JOYSTICK

